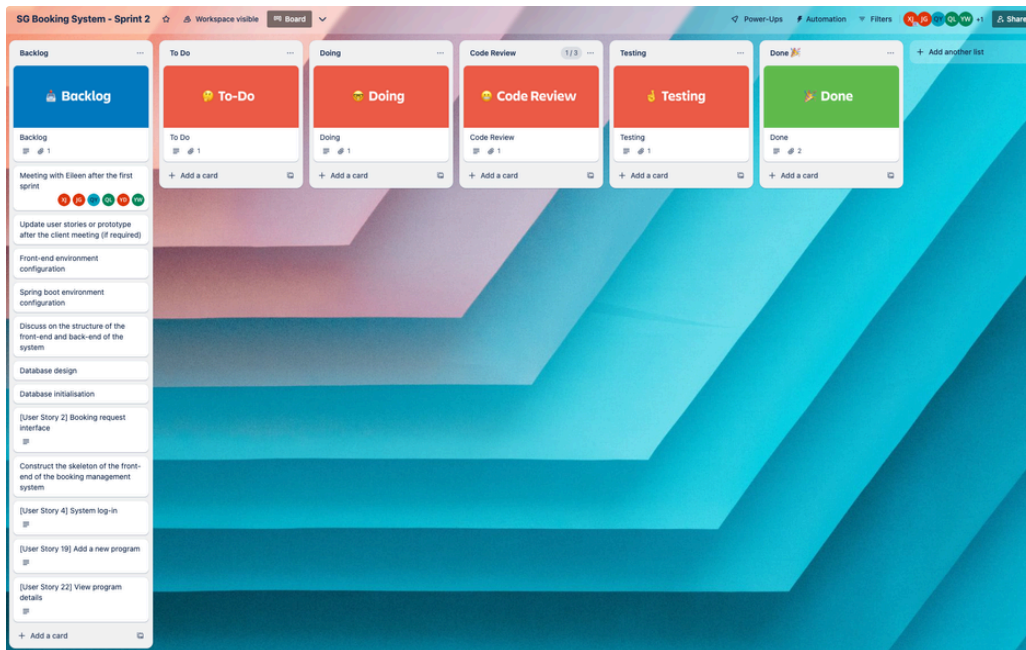# Sprint 2 Tasks

The following table is a summary of our plan for sprint 2, including the features and user stories that we aim to complete in this sprint. Since it is the first development sprint, we focus on the foundational user stories with high priority. We will also gain a more accurate estimation of the team's velocity and capacity in this sprint, and can adjust the workload and tasks accordingly.

No.	Category	Task	Details
1	Client Communication	Meeting with Eileen after the first sprint	• Since our client Eileen was on leave for the past two weeks, we need to share the user stories and prototype with her
2	Design	Update user stories or prototype after the client meeting (if required)	• Incorporate suggestions from Eileen if any
3	Development	Front-end environment configuration	• Node.js • React
4	Development	Spring boot environment configuration	
5	Development	Database design	
6	Development	Database initialisation	
7	Development	[User Story 2] Booking request interface	As a non-partner school teacher, I want to request and book Science Gallery programs via a clear interface
8	Development	[User Story 4] System log-in	As a Science Gallery staff, I want to log in to the booking management system as admin and use any feature of the system
9	Development	Discuss on the structure of the front-end and back-end of the system	
10	Development	Construct the skeleton of the front-end of the booking management system	
11	Development	[User Story 19] Add a new program	As a Science Gallery staff, I want to add a new program
12	Development	[User Story 22] View program details	As a Science Gallery staff, I want to view the existing program

Trello board for sprint 2:

Link below:

🔲 SG Booking System - Sprint 2